

[illegible]

```

LL          IIIIII          SSSSSSSS
LL          IIIIII          SSSSSSSS
LL          II             SS
LL          II             SS
LL          II             SS
LL          II             SS
LL          II             SSSSSS
LL          II             SSSSSS
LL          II             SS
LL          II             SS
LL          II             SS
LL          II             SS
LLLLLLLLLLLL IIIIII          SSSSSSSS
LLLLLLLLLLLL IIIIII          SSSSSSSS

```

(2)	50	HISTORY	: Detailed Current Edit History
(3)	58	DECLARATIONS	
(4)	88	RPG\$AB_MOVE_1	

```
0000 1
0000 2 .TITLE RPG$AB_MOVE_1 MOVE character to numeric translate table
0000 3 .IDENT /1-0027 ; File: RPGMOVE1.MAR
0000 4
0000 5
0000 6 *****
0000 7 *
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0000 25 *
0000 26 *****
0000 27
0000 28
0000 29 FACILITY: RPG LIBRARY SUPPORT
0000 30 ++
0000 31 ABSTRACT:
0000 32 This module contains the translation table for alphanumeric to
0000 33 positive numeric conversion using the MOVTC instruction.
0000 34
0000 35
0000 36 --
0000 37
0000 38 VERSION: 1
0000 39
0000 40 HISTORY:
0000 41
0000 42 AUTHOR:
0000 43 Leo Treggiari, 7-Mar-1983
0000 44
0000 45 MODIFIED BY:
0000 46
0000 47
0000 48
```

RPG\$AB_MOVE_1
1-002

E 16
MOVE character to numeric translate tabl 16-SEP-1984 02:11:32 VAX/VMS Macro V04-00 Page 2
HISTORY ; Detailed Current Edit History 6-SEP-1984 11:41:16 [RPGRTL.SRC]RPGMOVE1.MAR;1 (2)

0000 50 .SBTTL HISTORY ; Detailed Current Edit History
0000 51
0000 52
0000 53 ; Edit History for Version 1 of RPGMOVE1
0000 54 :
0000 55 : 1-001 Original.
0000 56 ; 1-002 - Reference _RPG\$CODE psect.

LPT 07-Mar-1983
DG 11-July-1983

RPG\$AB_MOVE_1
1-002

MOVE character to numeric translate tabl 16-SEP-1984 02:11:32 VAX/VMS Macro V04-00
DECLARATIONS 6-SEP-1984 11:41:16 [RPGRTL.SRC]RPGMOVE1.MAR;1

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```
0000 58      .SBTTL DECLARATIONS
0000 59
0000 60 :
0000 61 : INCLUDE FILES:
0000 62 :
0000 63 :
0000 64 :
0000 65 : EXTERNAL SYMBOLS:
0000 66 :     NONE
0000 67 :
0000 68 :
0000 69 :
0000 70 : MACROS:
0000 71 :     NONE
0000 72 :
0000 73 :
0000 74 :
0000 75 : PSECT DECLARATIONS:
0000 76 :     .PSECT _RPG$CODE      PIC, SHR, LONG, EXE, NOWRT
0000 77 :
0000 78 :
0000 79 : EQUATED SYMBOLS:
0000 80 :     NONE
0000 81 :
0000 82 :
0000 83 :
0000 84 : OWN STORAGE:
0000 85 :     NONE
0000 86 :
```

```
0000 88 .SBTIL RPG$AB_MOVE_1
0000 89
0000 90 :++
0000 91 : FUNCTIONAL DESCRIPTION:
0000 92 :
0000 93 : This is the alphnumeric to nuemric translation table.
0000 94 :
0000 95 :--
0000 96
0000 97 RPG$AB_MOVE_1::
30 30 30 30 30 30 30 30 0000 98 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0008 99 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0010 100 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0018 101 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0020 102 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0028 103 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0030 104 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
30 30 30 30 30 30 30 30 0038 105 .BYTE ^X38,^X39,^X30,^X30,^X30,^X30,^X30,^X30
37 36 35 34 33 32 31 30 0040 106 .BYTE ^X30,^X31,^X32,^X33,^X34,^X35,^X36,^X37
36 35 34 33 32 31 30 30 0048 107 .BYTE ^X38,^X39,^X31,^X32,^X33,^X34,^X35,^X36
30 30 30 30 30 30 30 30 0050 108 .BYTE ^X37,^X38,^X39,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0058 109 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0060 110 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0068 111 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0070 112 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0078 113 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0080 114 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0088 115 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0090 116 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 0098 117 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A0 118 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00A8 119 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B0 120 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00B8 121 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C0 122 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00C8 123 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D0 124 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00D8 125 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E0 126 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00E8 127 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F0 128 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
30 30 30 30 30 30 30 30 00F8 129 .BYTE ^X30,^X30,^X30,^X30,^X30,^X30,^X30,^X30
0100 130 :
0100 131 .END
```

RPG\$AB_MOVE_1
Symbol table

H 16
MOVE character to numeric translate tabl 16-SEP-1984 02:11:32 VAX/VMS Macro V04-00
6-SEP-1984 11:41:16 [RPGRTL.SRC]RPGMOVE1.MAR;1

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RPG\$AB_MOVE_1 00000000 RG 01

! Psect synopsis !

PSECT name	Allocation	PSECT No.	Attributes
ABS	00000000 (0.)	00 (0.)	NOPIC USR
_RPG\$CODE	00000100 (256.)	01 (1.)	PIC USR

CON ABS LCL NOSHR NOEXE NORD NOWRT NOVEC BYTE
CON REL LCL SHR EXE RD NOWRT NOVEC LONG

! Performance indicators !

Phase	Page faults	CPU Time	Elapsed Time
Initialization	10	00:00:00.06	00:00:00.78
Command processing	77	00:00:00.61	00:00:02.72
Pass 1	61	00:00:00.65	00:00:02.26
Symbol table sort	0	00:00:00.00	00:00:00.00
Pass 2	43	00:00:00.26	00:00:02.53
Symbol table output	1	00:00:00.01	00:00:00.01
Psect synopsis output	2	00:00:00.01	00:00:00.02
Cross-reference output	0	00:00:00.00	00:00:00.00
Assembler run totals	196	00:00:01.62	00:00:08.33

The working set limit was 750 pages.
2614 bytes (6 pages) of virtual memory were used to buffer the intermediate code.
There were 10 pages of symbol table space allocated to hold 1 non-local and 0 local symbols.
131 source lines were read in Pass 1, producing 8 object records in Pass 2.
0 pages of virtual memory were used to define 0 macros.

! Macro library statistics !

Macro library name	Macros defined
_\$255\$DUA28:[SYSLIB]STARLET.MLB;2	0

0 GETS were required to define 0 macros.

There were no errors, warnings or information messages.

MACRO/ENABLE=SUPPRESSION/DISABLE=(GLOBAL,TRACEBACK)/LIS=LIS\$:RPGMOVE1/OBJ=OBJ\$:RPGMOVE1 MSRC\$:RPGMOVE1/UPDATE=(ENH\$:RPGMOVE1)

0331

AH-BT13A-SE
VAX/VMS V4.0

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